FEAR THE DARK

Nostalgic Dungeon Crawl

THE ETERNAL DUNGEON

issue 4 : making maps forever

Introduction

Issue 4 marks a change in the scope of this fanzine. With this issue, I will try to present a way to generate random dungeons with a few simple dice rolls, so that you and your players can keep adventuring without limits.

Inspiration

This system is clearly derived by the Advanced HeroQuest random dungeon generation tables. I believe the Advanced HeroQuest modular tiles are great and honestly, I would run most of my adventures with those, instead than with the traditional board.
But Advanced HeroQuest is rare (much rarer than a usable HeroQuest copy) and expensive, and with HeroQuest coming back to the market, I decided for now to stick to the regular HeroQuest board. I guess some time in the future, though, I will remake these tables to work also with the modular Advanced HeroQuest tiles.

Exploration Phase

The main concept derived from Advanced HeroQuest, together with the random generator, is the concept of Exploration vs. Combat Phases. Basically, the Exploration Phase is whenever there are **no monsters in sight**. As soon as a monster appears on the board, the Exploration Phase ends, and the Combat Phase begins.
During the **Exploration Phase**, the GM puts pieces on the board, as instructed by the random tables in this booklet, and the heroes move around. In the Exploration Phase of course the heroes may also search (for treasures, secret doors, traps), disarm traps, use spells and make other similar actions. Whenever the heroes reach **an unexplored point** (by opening a door or reaching a corridor or corner for the first time), the random tables will instruct the GM on what to place on the board.

Mapping

Making maps becomes important, since there is nothing in the hands of the GM saying what pieces go where, and without a map it would be impossible to recreate parts of the dungeon which were already explored.
Therefore, the players **must** make a precise map of the explored dungeon, in real time. The GM may intervene and help them in the process, or may even take the the role of mapper. But I believe it is much more fun if players will take this role in their hands.
A map should clearly present explored corridors and rooms, the position of doors (both open and still closed), furniture and other dungeon features, and the initial position of any encountered monster. Dead monsters should be marked as such by crossing them with an X.

Forget Heroes

HeroQuest is born with a clear, precise concept: heroes are heroes and they have special, important missions to accomplish. In doing so, they might discover treasures, artefacts, and explore certain predefined locations (the maps in your Quest Book). But the main point in HeroQuest is remains whether or not your heroes will accomplish the mission (and kill each bad guy at the end of each dungeon, until they can kill the biggest baddest guy at the end of the very last dungeon).
Fear the Dark, instead, is not about heroes, but about adventurers.
As a follow-up to this, issue 5 will present new, customizable adventurers, that will take the place of heroes, with rules for advencements etc.

Endless dungeons

Fear the Dark wants to present a different, grim, hardcore experience which is similar in style to the OSR in RPGs. Adventurers may die, they change slowly, and they venture mostly in search of gold and treasures which is a measure of how far they progressed.
For this sort of games, you need many, many adventures; or actually, you need a few themes and several dungeons, where the characters can try their luck in search of yet a little bit more gold.
The purpose of this type of game is the exploration itself, not really the "mission". Still, the random tables will provide a basic theme to the various maps, so that players will know more or less what they can expect. What they cannot know in advance, though, is how far they will have to venture, how many levels deep down they will need to dwelve, and if they will ever find the object of their quest. Or if they will make it out alive.

This fanzine

FEAR the Dark is a fanzine dedicated to HeroQuest - the popular fantasy board game of the 90s which introduced so many of us to dungeon crawling and miniatures.

Credits

HeroQuest is once again a Hasbro trademark. This fanzine claims no ownership of the aforementioned trademark, and is instead a personal project made available to the public as a tribute to the old game.
Maps are made using the HeroQuest-Excel-Quest-Creator tool.
The cover and back cover images are pictures of some painted monsters.

Procedure Summary

This is the procedure to generate random quests, with reference to the exact chapter or section that includes the detailed instructions for each step.

Starting a New Dungeon (1)
Do it once to determine the mission or theme, and the monsters (1.1).

Starting section (1.2) and Starting point (1.3)
Do it once to determine where the heroes enter the dungeon.

When you roll to generate a room or corridor add to the result the number of furniture items visible on the board.

Rooms
If the heroes are in a room, or enter a room for the first time:
Generate a Room with its type (2), then place **doors**. According to the **Room Type** (2.1), follow additional instructions.
According to Room type, place **Threats** (2.2) and/or **Monsters** (2.4), if any.
Place furniture (if any) according to the Threat, or based on **Furniture** (2.3).
If the type is Side Quest or Quest room, you might have reached the end of the dungeon, or stairs going down for multiple-levels dungeons.

Corridors
If the heroes are in a corridor, or enter a corridor for the first time:
Generate a Corridor (3), place Blocked squares, if any, for dead ends, and then place doors, if any.
Check if there are monsters in the corridor (3.1).

GM's Turn
Draw 3 treasure cards and put back those previously unused. You should have 3 new cards at the start of your turn (4.2).
Use cards to play Wandering monsters (4.3), which were previously held back (4.1) from other rooms or corridors.
Alternatively use cards to play traps (4.4), according to their value.

Finding secrets
Heroes can find traps (4.5) or an area can be determined to be safe.
Heroes can find treasures in various rooms (4.6).
Heroes can search for secret doors (4.7).
If they explore the dungeon without finding the Quest room, it seems like a Dead-end dungeon (4.8); they can search for secret doors again and again also where they did already, until they find more space to explore and the Quest room.

Starting a New Dungeon (1)

To start with a new dungeon, first of all you need a theme, a mission, a purpose for your heroes, and know what monsters they will face (see 1.1). Then you will need a starting section, and a starting point (see 1.2).

Missions (1.1)

Roll a combat die and a d6 and consult table below. In the next page is the description of how the various missions work.
You can roll once, and use both the mission, and monsters, as instructed. For example if you roll a skull and number 3, your heroes mission will be to rescue a prisoner and the monsters in the dungeon will be from the green table, with wandering monsters being fimirs (F). When you used the table multiple times, though, you **may roll twice and mix the results**. So for example you may roll a white shield and number 5 for the mission (Find a way out) and populate the dungeon with a separate roll, for example a black shield and number 4 for undead monsters with wandering monsters being zombies (Z).

Combat dice	d6	Dungeon mission or theme	Main monsters / Wandering monster
	1	Kill all monsters	Green table / G
	2	Kill the boss	Green table / O
	3	Rescue a prisoner	Green table / F
	4	Recover an artefact	Undead table / S
	5	Find a way out	Standard table / O
	6	Find a way down	Standard table / G
	1	Kill all monsters	Undead table / S
	2	Kill the boss	Undead table / Z
	3	Rescue a prisoner (*)	Undead table / M
	4	Recover an artefact (*)	Green table / F
	5	Find a way out (*)	Green table / O
	6	Find a way down	Standard table / S
	1	Kill all monsters	Standard table / O
	2	Find a way down	Green table / G
	3	Kill the boss (*)	Standard table / CW
	4	Find a way down (*)	Undead table / Z
	5	Recover an artefact (*)	Standard table / M
	6	Find a way down	Standard table / CW

In the above table, the main monsters refer to tables in section 2.4 (Room Monsters). For wandering monsters: G=goblins, O=orcs, F=fimirs, S=skeletons, Z=zombies, M=mummies, CW=chaos warriors.
Missions with (*) have the Quest room locked: the heroes **must also find the key in the Side Quest room**.

Kill all monsters
The heroes should explore the entire map and leave only when they killed all the monsters. To give it context, it might be a lair next to city or village, a punitive expedition, a nest that needs clearing, the source of a plague, etc. All Quest or Side-Quest rooms should be treated as Threats (see 2.1).

Kill the boss
The heroes should search for the leader of the monsters and kill it. This mission usually involves revenge, or a bounty, or maybe the monsters' leader threatens civilization for example with a powerful evil spell or artefact. The boss hides in the Quest room (see 2.1).

Rescue a prisoner
The heroes should search for a prisoner, needing to be saved and brought back to safety. The prisoner might be a noble, a powerful ally, for example, or just a simple innocent human, or maybe someone who could be exploited by the monsters if not saved in time. The prisoner is kept in the Quest room (see 2.1).

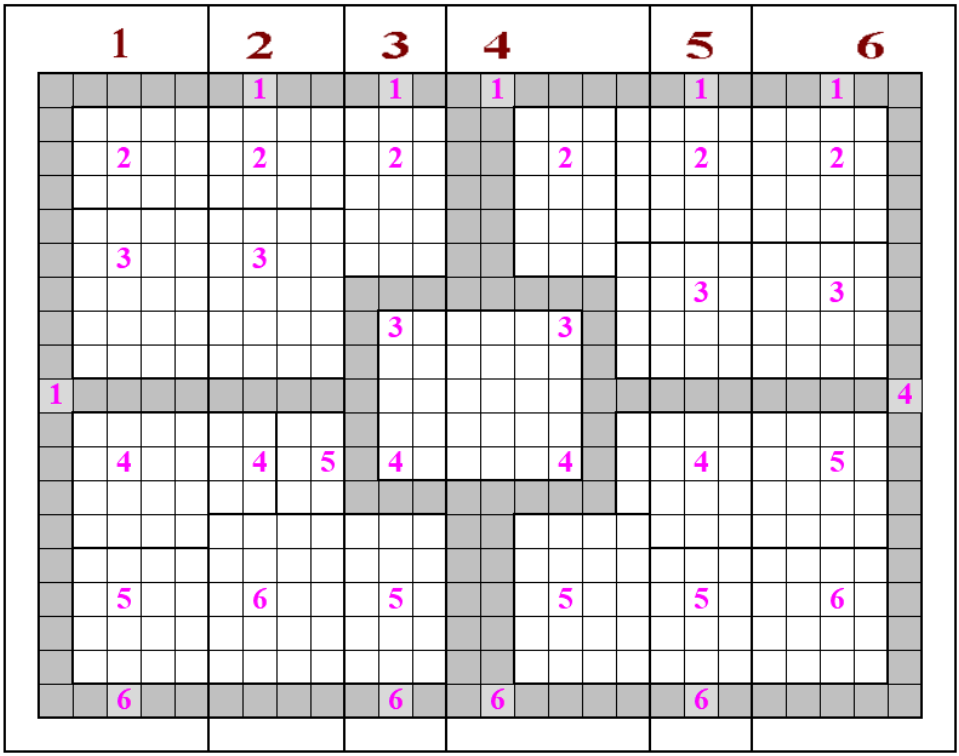
Rescue an artefact
The heroes must retrieve a powerful artefact, which is currently in possession of the monsters. You can use one random artefact card, or make your own. Sometimes the heroes may keep the recovered artefact, other times they may receive a bounty in exchange for its return to its legitimate owners or keepers (keeping it instead of returning it, may be an interesting choice to make, and may lead to future trouble!). The artefact is kept in the Quest room (see 2.1).

Find a way out
The entrance is blocked as soon as the heroes enter the dungeon (it could be because of a trap, an accident, a spell, etc.). This block is unmovable, it could be that the heroes were tricked or taken prisoners, or just bad luck. But there must be another way out. The exit is in the Quest room (see 2.1).

Find a way down
When you roll this, take a note for the monsters of that level, then **roll again** (you may roll "find a way down again, in that case take note and roll again, etc.). The mission is determined by the last roll, but warn your players that the dungeon will be multiple levels deep (as many as you rolled "Find a way down"). In all levels but the last, the Quest room (see 2.1) contains stairs going down to the next level (clear the board and start again, one level down, in the same room where you found the stairs going down). In the last level, the Quest room contains the real objective of the mission.
Wandering monsters in level 2 are the one rolled for level 2, plus the one for level 1 (if you get to level 3, there you have all 3 wandering monsters, from each level, and so on).

Starting section (1.2)

The starting section is determined by rolling a d6, and checking the map below. Look for the red numbers **outside** the map, at the top: they indicate in which section of the map the adventure should begin.



Starting point (1.3)

Then roll a d6 again, and look for the pink number in the determined section: put the **stairs tile** in the indicated room (wherever you like inside the room) or put a **door** on the edge of the map, if the starting point is on a corridor. If the heroes start in a corridor, put them as close as possible to the entrance door (let the players decide exactly where).

For example if you roll 1 and then 1, the heroes will start next to a door positioned on the edge on the left middle of the board. If you roll 1 then 5, put the stairs in the bottom left room on the board, and the heroes in that room. If you roll 3 then 4, put the stairs in the big central room (in the corner indicated by the number 4), and the heroes in that room. If you roll 6 then 2 put the stairs in the top right room etc.

Generate a Room (2)

Most of the adventures and most of the space on the board is taken up by rooms. You need to generate a room either because the heroes **start there** from the stair tile (in this case do not look at the Room Type, the starting room is always empty), or because they just **opened a door to a new room**. **Roll a d6** and consult the table below, **adding to the roll result the number of furniture items** visible on the board at this time.

d6	Doors	Room Type
1	2 (to other rooms)	Empty
2	2 (to a room and a corridor)	Threat
3	1 (to another room)	Few monsters
4	1 (to a corridor)	More monsters
5	1 (to another room)	Terrible monster
6	1 (to a corridor)	Threat
7-9	None	More monsters
10-12	None	Side Quest (or Threat)
13-19	None	Quest room (or Side Quest)
20+	None	More monsters

The column "Doors" indicate how many, if any, closed doors should be placed in the room (besides the one that was serving as entrance). Note that the table indicates also if the doors should go to other room(s) or to a corridor.

When deciding where to place the door(s), consider the following:

- No door can be placed where the heroes have already explored and have seen no door (in other words, a new door cannot lead to a room already explored or to a corridor where the heroes have already been)
- If you can place a door towards multiple rooms, choose the largest first, or the one with less explored space around it
- If you can place a door towards multiple corridors, choose first the one which may lead to an unexplored part of the board
- So basically placing doors should favor the heroes in exploring larger parts of the map, not locking them in a small, dead-ended section
- If there are no unexplored room(s) or corridors, and it makes no sense or it's impossible to place one or more doors, place none

It is possible that in the end, the dungeon will be fully explored and there will be no more space for new doors; see the **Dead-end dungeons** (4.8) section. By adding to the d6 roll the number of furniture items visible on the board, you will statistically get higher results as the heroes progress in the adventure, leading to fewer rooms and to the Quest room (the final goal; see more about that in the **Room Type** (2.1) section which comes next).

Room Type (2.1)

Depending on the Room Type, check the instructions below.

Empty

If the room is empty, put no monsters and no furniture in it. Searching for treasures will reveal nothing. There are just door leading to other rooms.

Threat

If the room contains a Threat, consult the table below. If a specific threat was already used (or the furniture is already in use), take the one in the next row. Instructions for the threats are in the next page, in **Room Threat (2.2)**.

d6	Threat	Furniture to use
1	Sorcerer's room	Use the Sorcerer's Table
2	Alchemist's room	Use the Alchemist's Bench
3	Torture room	Use the Torture Rack
4	Throne room	Use the Throne
5	Pit	Use the Pit tile
6	Falling rocks	Use the Falling rocks tile

Monsters

Roll once for **Furniture (2.3)** in a room with monsters.
If the room contains **few monsters**, roll on the Monsters' table (2.4) **once**.
If the room contains **more monsters**, roll on the Monsters' table (2.4) **twice**.
If the room contains a **Terrible monster**, roll on the Monsters' table (2.4) **once**, and once on the **Terrible monsters** table.

Side Quest

If the adventure has a side quest (finding a key to open the Quest room), here is where **the item is located**. Roll once for **Furniture (2.3)**, then roll for **more monsters**, rolling twice on the Monsters' table (2.4).
If the adventure has no side quest but just a Quest room, treat this as a Threat Room.

Quest Room

This is where the adventure ends; the objective of the mission is here. It could be an object, an enemy to kill, the exit of the dungeon, a prisoner to rescue, etc. If the adventure has a side quest, this room will be locked, the heroes must find the side quest room first. If they didn't find it already, treat the next roll for Quest room as the Side Quest room.
The Quest Room always has **2 Terrible monsters** (roll twice, and take the next if you don't have enough miniatures), and **few monsters**, rolling once on the Monsters' table (2.4). Roll once also for **Furniture (2.3)**.

Room Threat (2.2)

If you rolled a Threat, see the specific instructions below or make your own.

Sorcerer's room
Roll for few monsters (once on 2.4), plus add one of them which is able to use spells. Give to this monster 1d6 random chaos spells.

Alchemist's room
Roll for more monsters (twice on 2.4). One of them is a leader with +1 to Attack and Defense dice. The alchemist treasure is a potion (roll when drank). Each potion has enough for 2 doses (1 to discover what it is, 1 to use next):

d6	Skull	White shield	Black shield
1	Restore 1 Body point	Loose 2 Body points	Loose 4 Body point
2	See behind one door	Paralysis 1 turn	Loose 3 Body point
3	Restore 1 Body point	+2 attack next fight	Paralysis 1d6 turn
4	Restore 2 Body point	+2 defend next fight	-1 attack next fight
5	+1 attack next fight	Restore 3 Body point	-2 defend next fight
6	+1 defend next fight	Restore 4 Body point	Revive a dead hero

Torture room
Roll for few monsters (once on 2.4). One of them is a leader with +1 to Attack and Defense dice. All prisoners move of 2d6 as the heroes.

d6	Prisoner
1-2	Commoner (A:1 D:1 BP:2 MP:2) nothing special
3-4	Soldier (A:1 D:2 BP:3 MP:2) may use spare weapons for +1 attack
5	Captain (A:2 D:2 BP:3 MP:2) as above, and 50 coins reward if saved
6	Bandit (A:2 D:2 BP:3 MP:2) as above, and 50% of 100 coins reward, 50% of the bandit stealing 25 coins from each hero then run away

Throne room
Roll for more monsters (twice on 2.4). On the throne is a leader with +1 to Attack and Defense dice. While the leader is alive:

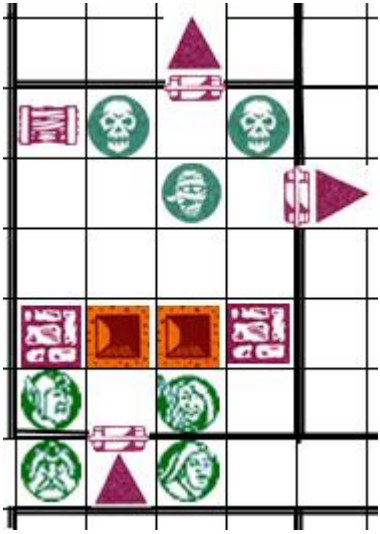
d6	Effect
1	All monsters in the room have +1 defense dice
2	All monsters in the room have +1 attack dice
3	All monsters in the room have +1 attack and defense dice
4	All heroes in the room have -1 defense dice
5	All heroes in the room lose 1 MP on the GM's turn
6	Monsters in the room come back to life next turn

Pit

Put two pit trap tiles in the center of the room, close to the entrace. To both sides of the pit, using falling rocks tiles, build a separation which continues two both walls. This way, the room is divided in two. The pit is already open, it's not hidden.

Place the exit door(s) to the other side of the pit. Roll for more monsters, twice on the Monsters' table (2.4) and place the monsters on the other side of the pit. Put also a chest on the other side of the pit.

An example is visible to the side; heroes enter from the door at the bottom and the room is divided with the monsters and chest and exit doors to the other side.



Falling rocks

For small rooms, use two falling rocks tiles; for larger rooms use four. Place one where you want, in the room, then the players place the second tile, and so on. Roll for more monsters, twice on the Monsters' table (2.4) and place the monsters where you want.

Monsters fighting next to the fallen rocks have +1 defend dice.

Furniture (2.3)

If the room is empty, do not put any furniture.

If the room has a threat, place furniture according to the threat type.

When the room has monsters or is a (Side)Quest room, roll also for furniture, according to the table below.

When you roll, you should read in the first column which furniture to place on the board; if you've ran out of that kind of pieces, keep reading in the Alternative column next to it, then in the next row(s), until you find a furniture item which is still available.

d6	Furniture	Alternative
1	Table	Throne
2	Cupboard	Sorcerer's Table
3	Weapons Rack	Bookcase
4	Tomb	Chest
5	Bookcase	Alchemist's Bench
6	Fireplace	Torture Rack

Room Monsters (2.4)

Depending on the mission, you will use one of the following tables.
You roll on the Green/Undead/Standard table **once** for rooms with few monsters, and **twice** for rooms with more monsters (and for Side Quest rooms and Quest rooms).

d6	Green table	Undead table	Standard table
1	1 goblin	1 skeleton	1 orc
2	2 goblins	2 skeletons	1 orc + 1 goblin
3	1 orc	1 zombie	1 fimir + 1 goblin
4	1 orc + 1 goblin	1 zombie + 1 skeleton	1 skeleton
5	1 fimir	1 mummy	1 zombie + 2 goblin
6	1 fimir + 2 goblin	1 mummy + 1 zombie	1 mummy + 1 orc

If a room contains terible monsters, roll once on the appropriate table above, and once on the table below.
If the room is a Quest room (the final room), roll once on the appropriate table above, and **twice** on the table below.

d6	Terrible Green	Terrible Undead	Terrible Standard
1	1 goblin champion	1 skeleton champions	1 orc champion
2	1 orc champion	1 zombie champion	1 gargoyle
3	1 gargoyle + 1 goblin champion	1 chaos warrior + 1 chaos sorcerer	1 chaos warrior + 1 chaos sorcerer
4	1 goblin shaman	1 mummy champion	1 fimir champion
5	1 orc shaman	1 chaos sorcerer	1 gargoyle
6	1 gargoyle + 1 chaos warrior	1 chaos warrior + 1 chaos sorcerer	1 gargoyle + 1 chaos sorcerer

Champions are like regular monsters but have 1 more for each characteristics: +1 attack die, 1 defense die, +1 body point, +1 mind point.
Shamans are like champions but instead have +2 mind points, and: goblins have one random chaos spell, orcs have two.
For the **chaos sorcerer**, use the following characteristics: 5 attack die, 5 defense die, 4 body points, 6 mind point. Also, a chaos sorcerer has 5 random chaos spells.

If at any time you don't have the enough miniatures for the monster(s) you rolled, take the one from the next line, then the next etc. until you find a suitable line for which you have enough miniatures.
Of course you are encouraged to make a lot of variants of the monsters, especially the terrible ones, to give a special flavor to each adventure.

Generate a Corridor (3)

You generate a corridor when characters enter in it, by a door (usually a door coming from a room, sometimes a dungeon entrance door from the side) or turning a corner. **Roll a d6** and consult the table below, **adding to the roll result the number of furniture items** visible on the board at this time.

d6	Length	Doors
1-2	No dead end	2 (1 on each side, both as close as possible)
3-4	No dead end	4 (2 on each side, one close and one further down on each side)
5-6	Dead end on long side (after one room)	2 (1 on each side, as close as possible)
7-8	Dead end on short side (as far as possible)	3 (1 on short side, 2 on long side)
9-10	Dead end on long side (as far as possible)	3 (2 on short side, 1 on long side)
11-12	Dead end on both sides (as far as possible)	4 (2 on each side)
13-16	Dead end on both sides (as close as possible)	No doors
17+	Dead end on both sides (as close as possible)	No doors

Sometimes the corridor extends just on one side of where the heroes are, sometimes it goes **both sides**; the table above indicates not just the number of doors, but first of all the **corridor length**:

- No dead end means the corridor runs as far as the heroes can see
- Dead ends are made with the Blocked squares tiles of the appropriate size (usually 1x1); place them as instructed by the table above

When you've placed dead ends, you can **place doors**, again referring to the table above and common sense:

- No door can be placed to go towards a room which was already explored; if you need to place too many, just place what you can
- On "short" corridors place doors towards the very first available room, on longer corridors you may "skip" on room and put a door towards the next one, to favor a more expanded map
- When possible, if you have 3 or more doors to place, go after an intersection with the second door on that side
- If you have two possible sides where to place doors to rooms, favor first the unexplored parts of the dungeon (you can "skip" rooms, and heroes may find another way in, with doors from rooms or secret doors)

Monsters in corridors (3.1)

When you generate a corridor, roll also a combat die and if you roll a **black shield**, there are wandering monsters in the corridor. This is rare (1 in 6 chance) but it may happen. In that case, roll on the table as for few monsters, once on the appropriate Monsters' table (2.4).

Traps and other secrets (4)

Generating traps, secret doors and wandering monsters requires attention: as the GM you don't have a map in your hands. Monsters and everything else goes on the board as soon as they're generated, but traps, secret doors and wandering monsters do not, so you must pay attention. The next sections describe how to handle these features.

Hold a monster (4.1)

First of all, as the GM, at any time, you may hold back a monster, and play it later on as n ambush. It works as follows: when placing monsters, **hold back one of them** in a separate box or section behind your screen, without putting it on the board. Then you can have this monster appear later on, as by the istructions that follow.

Draw treasure cards (4.2)

Also, at the **beginning of your turn** as the GM, **draw 3 random treasure cards** and keep them behind your screen. You can use these cards (and then put them back in the treasure deck) to **add a trap or a wandering monster** on the map, as described in the next sections.
You can use the cards at any moment, during the heroes' turns. When a card is used, remember to put it back in the treasure deck.
Every GM's turn, **discard the unused cards** by placing them back in the treasure deck, and draw 3 new cards.

Playing Wandering Monsters (4.3)

At any time **during the heroes turns**, you may play a Wandering Monster card from your cards. Place a monster that you held back previously, by rolling a combat die. If you roll a white shield, the heroes decide where the monster goes. Otherwise you as the GM decide where it goes. For **each** Wandering Monster card you play, you can take a monster that you previously held back. When placing it, though, both you and the players must respect these guidelines: the monster(s) **must be in sight** of the heroes, it can be in a previosly explored section or room, it must appear as if coming from a corner, a door, or similar (it doesn't just come out of the walls!). Of course, if the heroes draw a Wandering Monster card from the treasure deck while searching for treasures, follow the standard rules.

Play a trap (4.4)

To play a trap, you have to play enough cards **to pay its price**, as follows.
Spear trap: 50 coins.
Pit trap: 100 coins.
Falling blocks: 150 coins.
Treasure cards have value as indicated, and all potions and trap cards and undefined (1d6*10) cards have a **value of 0**. Wandering Monster cards also have a value of 0, you can use them only for wandering monsters.
When playing a trap, you can trigger it on any hero of your choosing that entered a room or corridor **previously unexplored**, or that opened a chest. You can have the trap trigger **only** on previously unoccupied squares, so heroes entering a room or corridor already explored are usually safe.

Heroes searching for traps (4.5)

When heroes search for traps, you may place one according to its price, if you wish. In this case of course, the heroes discover it before it triggers (but they still need to disarm it or avoid it).
If you do not want to place a trap, though, you **must discard a card**. This reduces your chances to spring traps (or monsters) against the heroes, but it makes sense since they're being careful.
Of couse, if you do not place any trap in a corridor or room, you **cannot** do it later on (mark that section "**trap free**" on the map).

Treasures (4.6)

In all rooms, except empty rooms, heroes may search for treasures and draw from the treasure deck one card at random.
But some rooms have more treasures, as follows:
Threat room, or Chest furniture item: first treasure is 1d6*10 coins.
(Side)Quest / Terrible monsters rooms: first treasure is 2d6*10 coins.

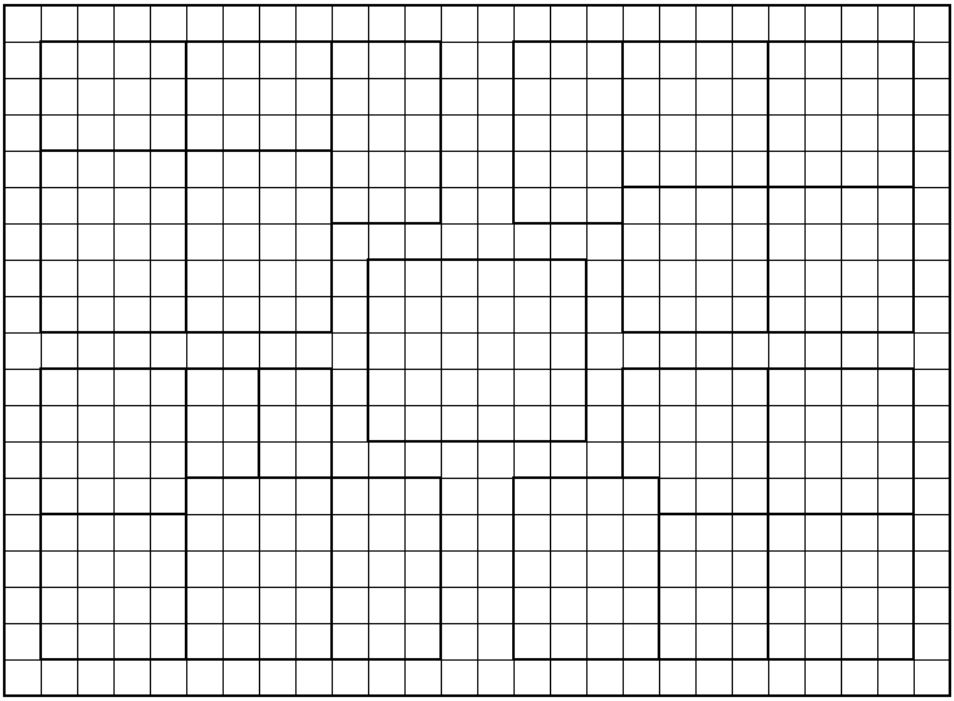
Secret Doors (4.7)

When heroes search for secret doors, they will find one if they roll a **black shield** (1 in 6 chance) on a combat die. If they find nothing, mark that room or corridor as "no secrets". If they find one, they can place it in the room or corridor where they want, leading to an unexplored section or even to an already known section.

Dead-end dungeons (4.8)

If the heroes explore all the dungeon and have completed their mission, this is the end of how far they can explore. But if they did not find yet the Quest room and the dungeon has no more rooms and doors, they can search **again** for secret doors. They can search also where they searched before, until they open a new dungeon section and reach the Quest room.

Map your adventures



Door
Secret door
Blocked tile(s)

Stairs
Entrance
Stairs (down)

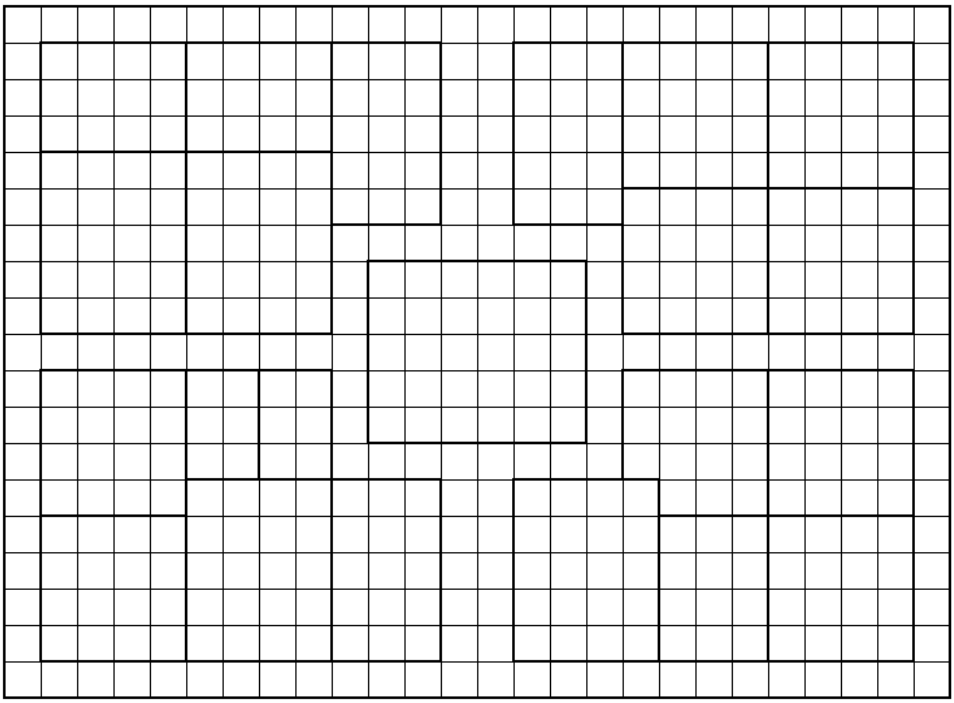
Falling block
Spear trap
Pit trap

A Alchemist's Bench
B Bookcase
C Cupboards
F Fireplace
S Sorceror's Table
T Table
T Throne
T+ Tomb
TR Torture Rack
* Treasure Chest
WR Weapons Rack

Your Notes

Legend:

CW: chaos warrior	G: goblin	O: orc	F: fimir	X: other
CS: chaos sorcerer	GA: gargoyle	S: skeleton	M: mummy	Z: zombie



Door
Secret door
Blocked tile(s)

Stairs
Entrance
Stairs (down)

Falling block
Spear trap
Pit trap

A	Alchemist's Bench
B	Bookcase
C	Cupboards
F	Fireplace
S	Sorceror's Table
T	Table
T	Throne
T+	Tomb
TR	Torture Rack
*	Treasure Chest
WR	Weapons Rack

Your Notes

Summary of the Original Rules

This is a summary of the original rules; new original rules are presented in dark red color.

Turn

Default order: Barbarian, Dwarf, Elf, Wizard, Game Master (GM).

Movement and Action

In a turn, you may move and then act, or act and then move. You cannot make an action in the middle of a movement. Actions are:

† Attack
† Cast a spell
† Search for treasure
† Search for secret doors
† Search for traps
† Disarm a trap

Looking

Looking is **not** one of the basic actions. It happens automatically as heros move. Everything in their **line of sight** must be placed on the board.

Doors

If a hero stops next to a closed door, they can ask the GM to open it, and place on the board the content of the room. Opening doors does **not** count as an action; it's a part of the normal movement. Open doors **cannot** be closed. **Double doors** open both sides together, making passage easier.

Movement rules

A hero can move less of the 2d6 roll, and pass other heroes if allowed by the other player. It is **not allowed** to move diagonally, through walls, through blocked squares (walls), over adversaries, or backwards in the same turn. It is **not allowed** to end a move sharing a square (exception: this is allowed on stairs and in pits).

† Attack

You may attack an adjacent enemy, **not** diagonally. Some weapons allow to attack from a distance or diagonally, or change the number of dice to roll. An attack scores **one hit** for every Skull rolled. One attack per Turn is allowed.

Defend

The defendant rolls its Defend dice, and blocks one hit for every **white shield** if it's a hero defending, or for every **black shield** if it's a monster defending. Roll the Defend dice every time someone attacks you.

Body Points

Every hit not blocked, is subtracted from the Body points. When they reach **zero**, the hero or monster is **dead** (a hero may drink a potion already in their possession or use a healing spell if they have not already made an action).

† Cast a Spell

A spell requires a **visible** target. After casting the spell, **discard** the spell card and the same spell cannot be used until the next quest. The line of sight is **blocked** by walls, closed doors, and other miniatures (heroes or monsters).

† Search for treasure

Treasures are **only in rooms**, not in corridors. Every hero may search independently on their turn, and only once by each hero for each room. You may search for treasure only when the room is **empty** of enemies.

Treasure deck

If there is no special treasure declared by the Quest Book, shuffle the Treasure deck and draw a random Treasure card. Valuable treasure cards remain in possession of the hero, while other cards are returned to the deck.

Wandering monster

Place it next to the searcher, and attack immediately. From the next turn, the monster moves and attacks normally. If there is no space, place it anywhere in the room, without making an attack.

† Search for secret doors

Secret doors may be **in rooms or corridors**. Every hero may search independently on their turn, in the room or corridor they're in. You may search for secret doors only when the room or corridor is **empty** of enemies. No need to search more than once: **all** secret doors in the room or corridor are revealed as soon as the first hero searches for them. Secret doors are **closed** until a hero opens them, and work as normal doors.

† Search for traps

Traps may be in **rooms, corridors, or chests/furniture**. You may search for traps only when the room or corridor is **empty** of enemies. If there are traps, the GM will tell you what they are and where they are.

Trigger a trap

If a hero moves on a trap square, without checking, the trap is triggered. If a hero searches for treasures, without checking, the chest/furniture trap is triggered. Monsters do not trigger hidden traps.

† Disarm a trap

To disarm a trap you must possess the **appropriate tool kit**; the Dwarf on the other hand may do this even without tools. A hero must announce the attempt and move to the trap square, then roll 1 Combat die. If you roll a Skull, you trigger the trap and suffer its consequences; any other roll means you disarmed the trap and it's gone forever. The Dwarf fails and triggers the trap only when rolling a black shield.

FEAR the Dark is a fanzine dedicated to HeroQuest - the popular fantasy board game of the 90s. It's a complete reboot of the game; faithful to the original rules but with a new feeling to it. The 'zine will contain new quests, suitable to new players and to veteran players as well.

The fanzine is hosted at www.daimongames.com/heroquest
Comments, suggestions, collaborations: davide.pignedoli@gmail.com

Issue number 4 – April 2021:

† A short introduction
† Exploration phase and endless dungeons
† Generate missions or themes for dungeons
† Generate random rooms, monsters, corridors, traps, secrets, etc.
† A usable summary of the traditional rules, with changes